

FIG. 1

FIG. 2

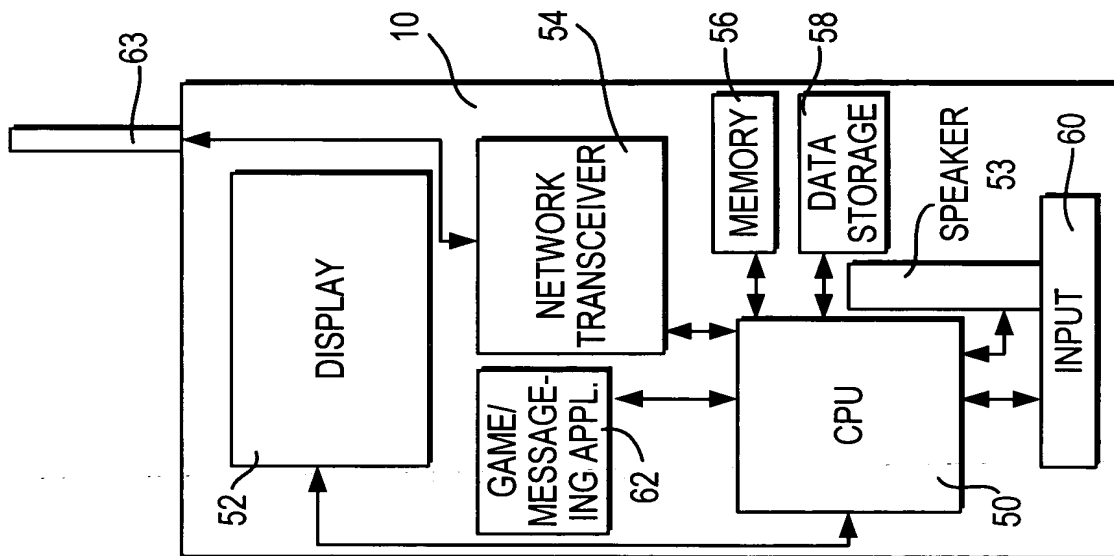


FIG. 2

FOUO 22200000

APPROVED	O.C. FIG.	
BY	CLASS	SUBCLASS
D. J. F. MAN		

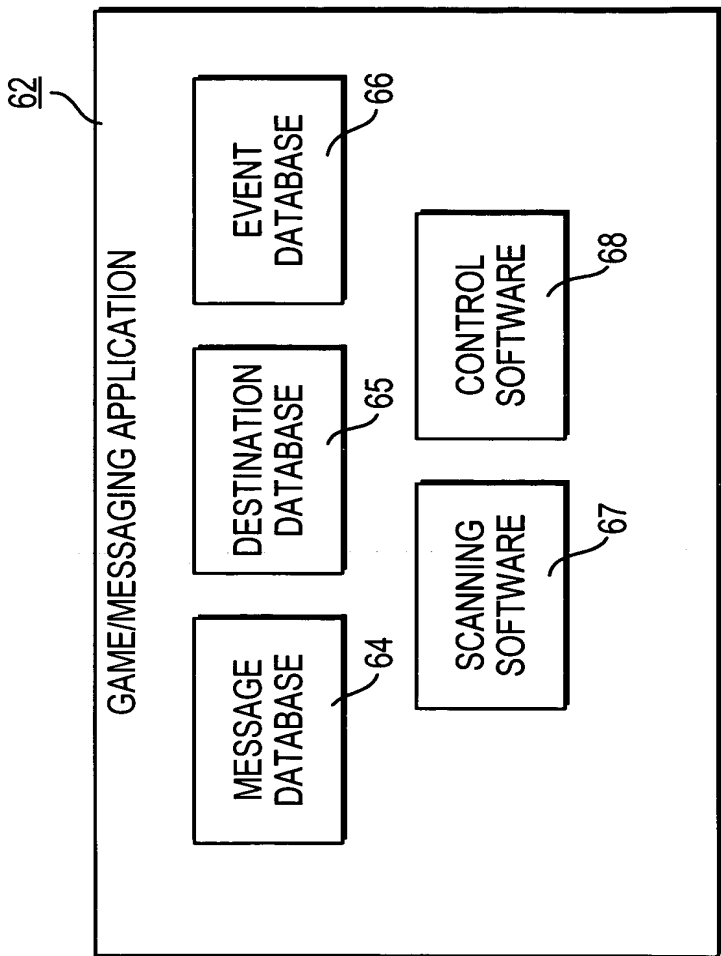


FIG. 3

GAME TERMINAL DATABASE 32

PLAYER #	TERMINAL TYPE	TERMINAL CAPABILITY/MESSAGE TYPE	DESTINATION ADDRESS
PLAYER 1	NOKIA 3210	PICTURE MESSAGE	ADDRESS 1
PLAYER 2	NOKIA 6210	PICTURE MESSAGE	ADDRESS 2
.....
.....
.....
.....
PLAYER 22	NOKIA 2110	TEXT MESSAGE	ADDRESS 22
PLAYER 23	NOKIA MULTIMEDIA	VIDEO MESSAGE	ADDRESS 23
.....
.....
.....
.....
PLAYER XXXX	TERMINAL YYYY	MESSAGE ZZZZZ	ADDRESS XXXX

FIG. 4

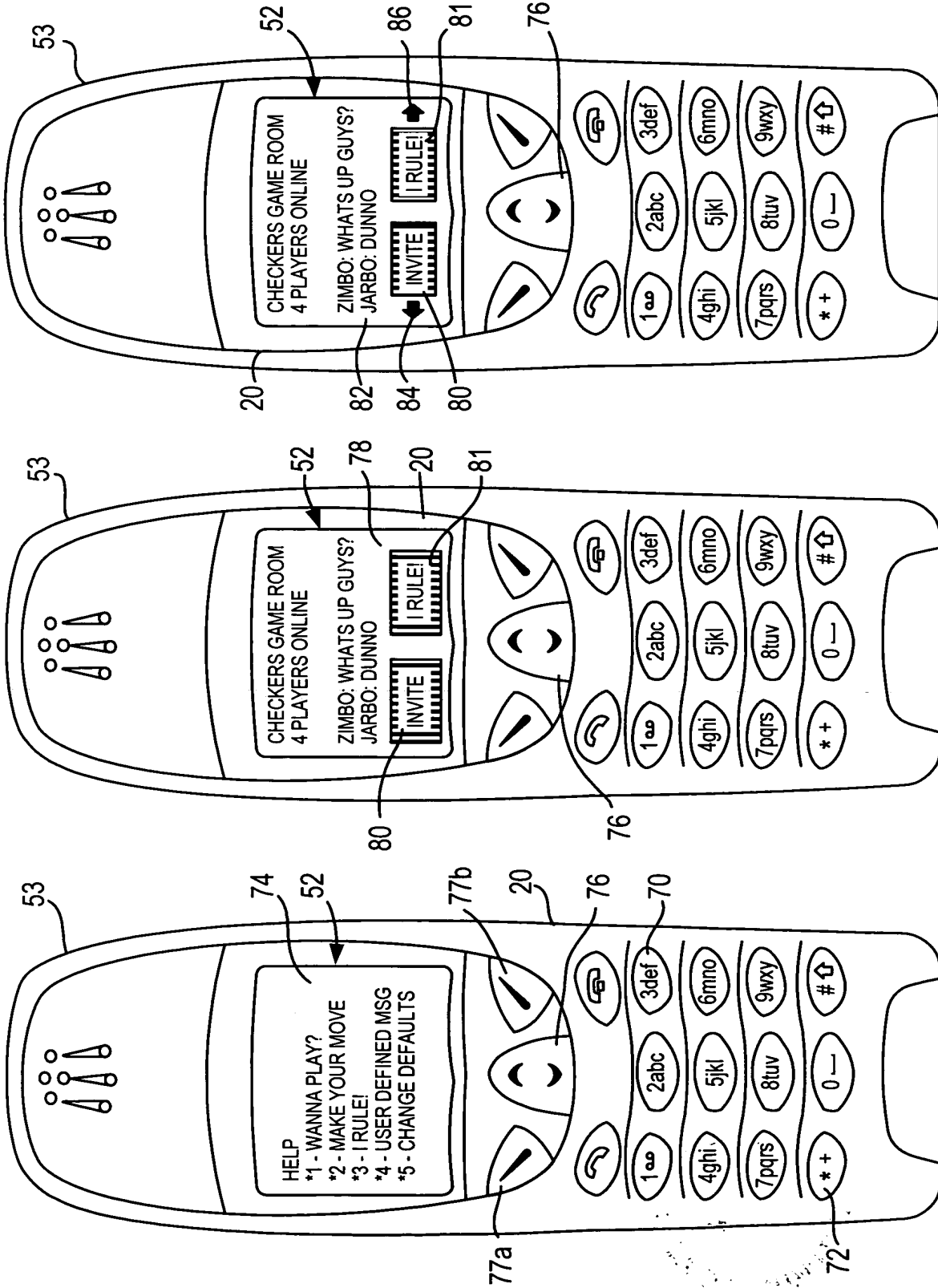


FIG. 5C

FIG. 5B

FIG. 5A

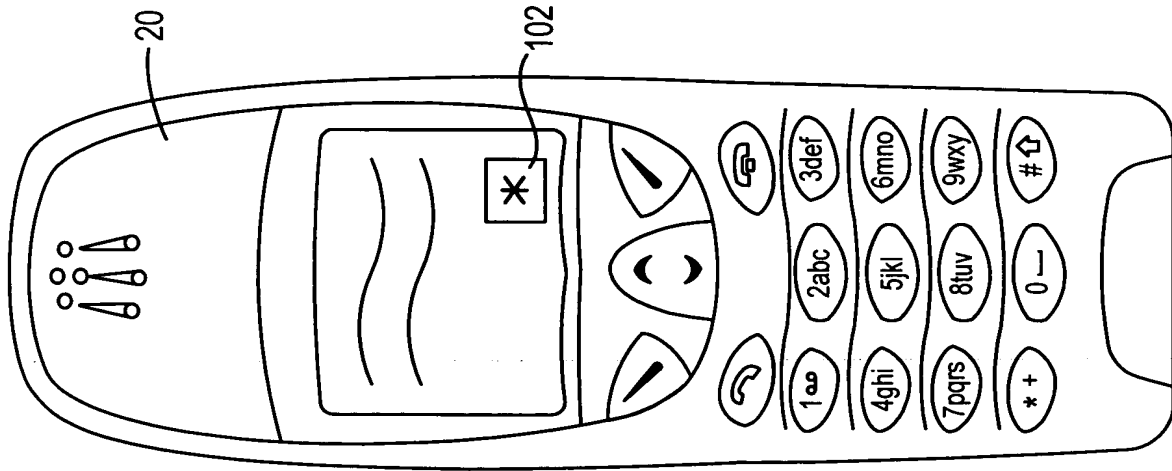


FIG. 6

20030722 2200360

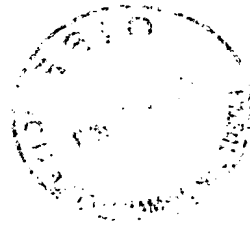


FIG. 7A

FIG. 7B